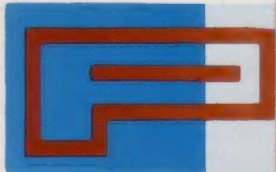


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THE BEST OF SYNC

Volume One

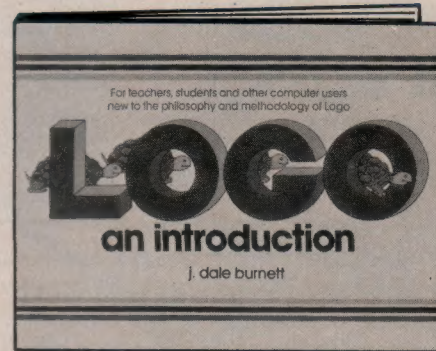
Edited by Paul Grosjean

The Best of SYNC, Volume One, is an all-new collection of articles and reviews that appeared in the first six issues of *SYNC* magazine. If you own a Sinclair ZX80, ZX81 or Timex Sinclair 1000, this information-packed book is a must. Sections cover:

- Games
- Math and Math Graphics
- Software Programming
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- Translation
- Graphics
- Machine Language
- Hardware
- Resources
- Reviews

—and much more. In *The Best of SYNC* you'll find game programs like "Forest Treasure" and "Motorcycle Race Game"...hardware plans for a "Key Click Generator" and a "Parallel Interface"...programming features on handling character strings in the ZX80, converting from other BASICS, and an introduction to machine code. And that's only a small sample. These features appeared in issues that are now out of print and nearly impossible to find. But you can still get this invaluable information—in *The Best of SYNC*.

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LOGO:

AN INTRODUCTION

By J. Dale Burnett

Logo is the computer language that's sweeping the country with its simple "turtle geometry" way of achieving computer literacy. It offers immediate control of computers to even very young children. And *Logo: An Introduction* is the beginner's guide that makes learning Logo fun!

Easy to read and written in simple terms, this outstanding new book is designed for teachers and students who have little or no knowledge of Logo or computers.

Logo: An Introduction helps novices create geometric shapes, learn about computer memory, play with curves, learn about arithmetic and logic, experiment with words and sentences, and combine simple commands into more powerful computer programs.

Logo: An Introduction is written in an open-ended, exploratory style that won't scare students with technical terminology or bog them down with endless details. It makes the perfect supplementary text to Logo manuals, and a wonderful sourcebook of ideas and suggestions for using Logo in the classroom.

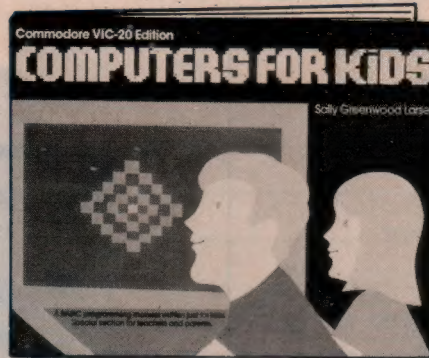
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COMPUTERS FOR KIDS

VIC[®]-20 Edition

By Sally Greenwood Larsen

Following the same successful format as editions for the TRS-80, Apple, Atari, Sinclair ZX81 and Timex Sinclair, *Computers for Kids* has now been issued in an edition specifically designed for young Commodore VIC-20 users. Written for children aged 8 to 13, this volume will teach youngsters to write programs in less than an hour. No previous knowledge of algebra, variables or computers is necessary. In addition, *Computers for Kids, VIC-20 Edition* has a section for parents and teachers.



"Computers for Kids is the best material available for introducing students to their new computers. It is a perfect tool for teachers who are learning about computers and programming with their students. Highly recommended."

—Donald T. Piele, Professor of Mathematics, University of Wisconsin-Parkside

Children will start off with an easy-to-understand explanation of how to use the VIC-20 computer. They'll then learn about flow charts and simple programs. The 12 easy-to-read chapters introduce loops, graphics and other programming concepts, and show the young VIC-20 user how to make the computer do just what he or she wants—in simple, non-technical language.

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Edited by David H. Ahl

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Twenty social studies simulations let you manage a kingdom, trade furs, operate a power plant, run an oil company, fight the Civil War or travel the Oregon Trail. Ecology simulations let you explore the impact of various ecosystems upon animals, fish or trees. Physics becomes a game, with simulations of a lunar landing, drag racing and artillery fire. You'll also find programs dealing with genetics, psychology, health, astronomy and chemistry. The 49 intriguing, user-tested applications in this book emphasize learning by doing, as they encourage the user to ask the important "what if" questions.

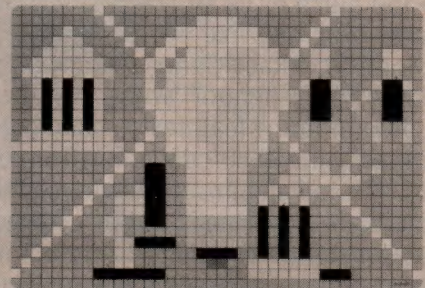
In *Computers in Science and Social Studies*, you'll find: The Game of Life; ecology simulations; life expectancy quiz; simulations of lunar landings; chemistry gas laws program; Ham-murabi, Dukedom and King social simulations; Oregon Trail and fur trader simulations; nuclear power plant, electric company and oil company simulations; genetic calculations and problem solving—and much more. This book is a wealth of ideas, and a must for anyone using a computer in science and social studies.

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A SOURCEBOOK OF IDEAS

Edited By David H. Ahl



49 thought-provoking simulations, applications and educational games for microcomputers! User-tested programs are included.



COMPUTERS FOR KIDS

By Sally Greenwood Larsen

- Apple® Edition
- Atari® Edition
- Sinclair ZX81 and Timex Sinclair Edition
- TRS-80® Edition

Tailored specifically to each popular computer system, these delightful educational volumes will get children started on computer programming the quick and easy way. Each volume has full instructions on writing programs for graphics, calculations and more. Special sections offer tips to teachers and parents.

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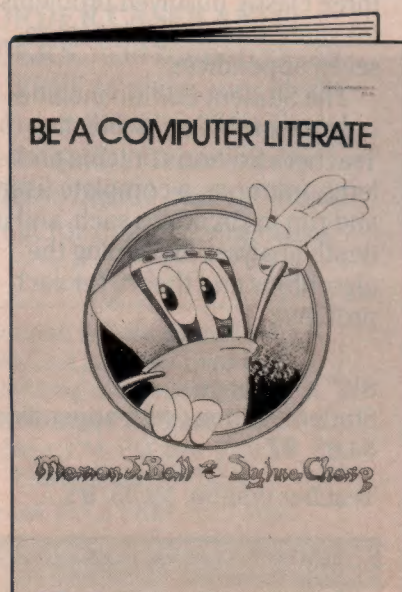
KATIE AND THE COMPUTER

By Fred D'Ignazio

Illustrated by Stan Gilliam

In this full-color fantasy for young children, Katie "falls" into her home's new computer and enters the imaginary world of Cybernia. Her marvelous journey, with Colonel Byte as her guide, parallels the path of a programming command through a computer. Supplemental information is provided to relate the story to actual computer operation. *Infosystems* calls this book "entertaining and educational."

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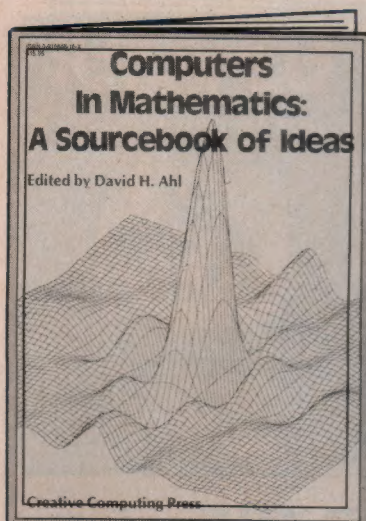
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By Marion J. Ball and Sylvia Chorp

Illustrations by Jonathan Byrd

This colorfully illustrated, easy-to-read volume introduces young people to the concepts of what a computer is, what its uses are in modern life, from medical research to traffic control to shopping, and how a computer actually functions. The illustrations and diagrams in *BE A COMPUTER LITERATE* make each concept clear and easy to understand without oversimplifying. Program steps are illustrated with flowcharts, and a glossary covers essential terminology.

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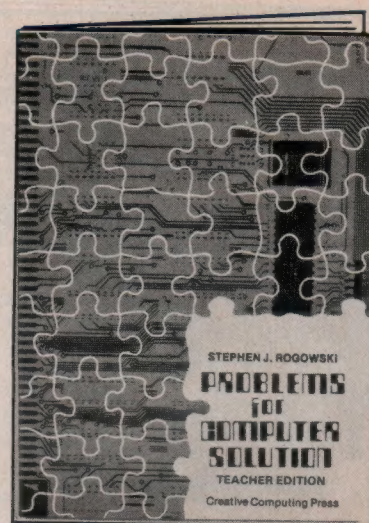
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By Stephen J. Rogowski

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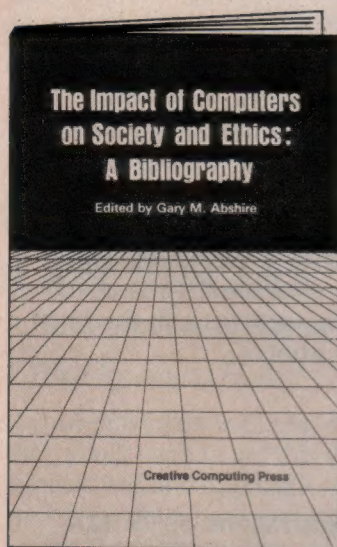
The Student Edition includes only the problems, while the Teacher's Edition contains problems, solutions, a complete listing and run in BASIC for each, and in-depth analyses explaining the algorithms and theory for each problem.

8½" x 11" each.

Student edition (with appendices). \$4.95. **9Z**

Teacher edition: \$9.95. **9Y**

ALSO SEE: *Computers in Science and Social Studies* (p. 2).



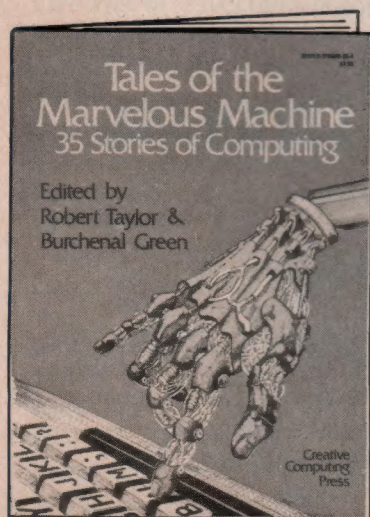
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A Bibliography

By Gary M. Abshire

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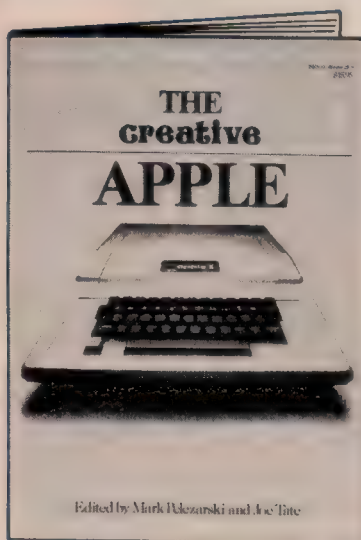
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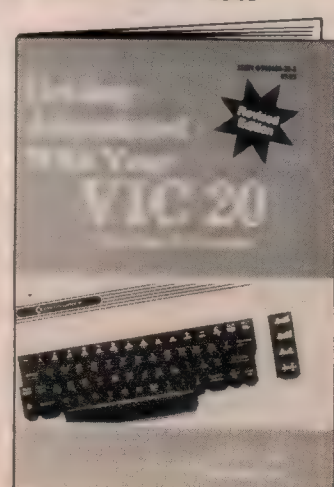


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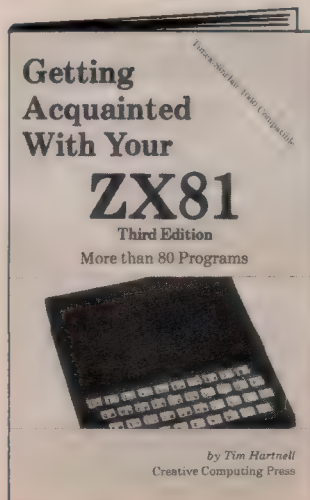
Third Edition

By Tim Hartnell

This informative volume for the new Sinclair ZX81 user contains more than 70 programs to help the reader get the most from his Sinclair or Timex Sinclair computer. Game programs include Checkers, Alien Imploders, Blastermind, Moon Lander, Breakout, Star Burst and Derby Day. The book also shows programs for cascading sine waves, plotting graphs and tables, data sorting, equation solving, plus the use of commands such as PLOT, SCROLL, PRINT, TAB, PEEK, POKE and more.



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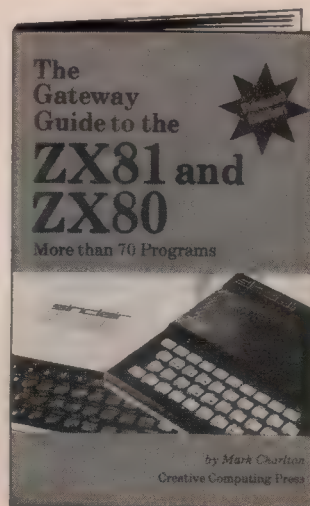
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By Mark Charlton

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ALSO SEE: *The Best of Sync* (p. 1) and *Logo: An Introduction* (p. 1).

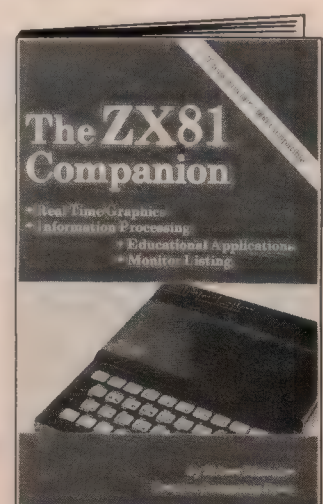
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By Bob Maunder

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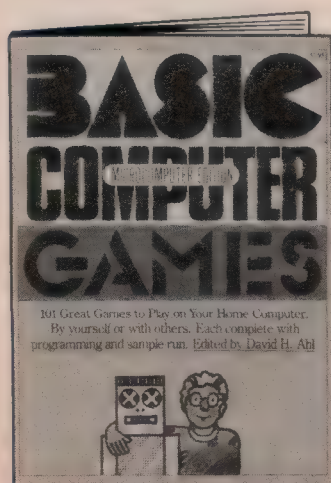


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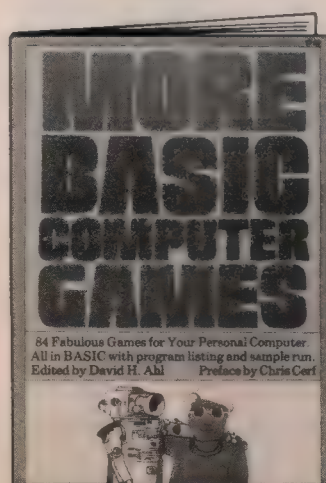
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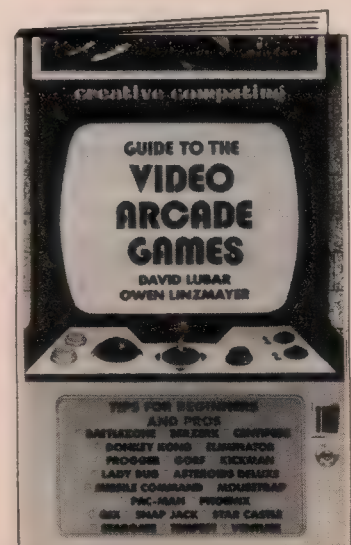


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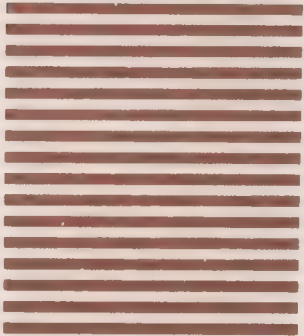
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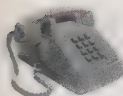
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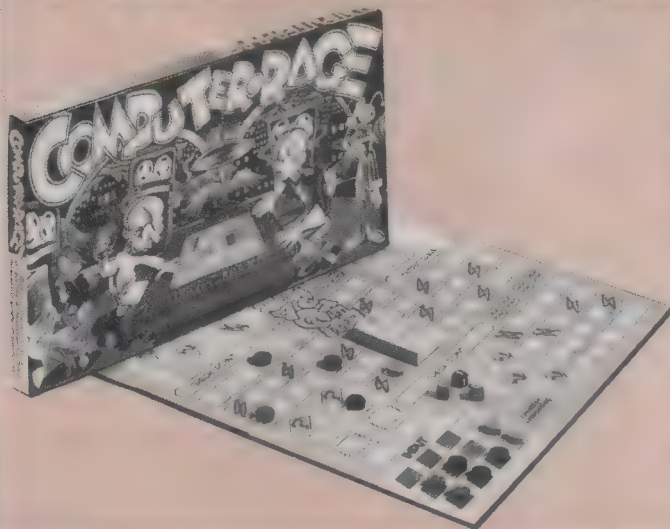
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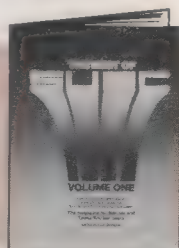
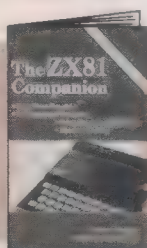
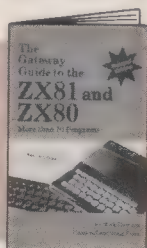
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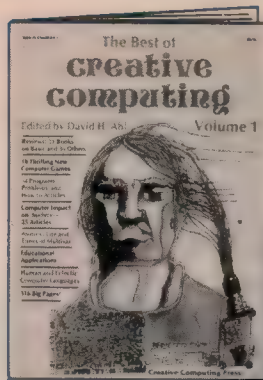
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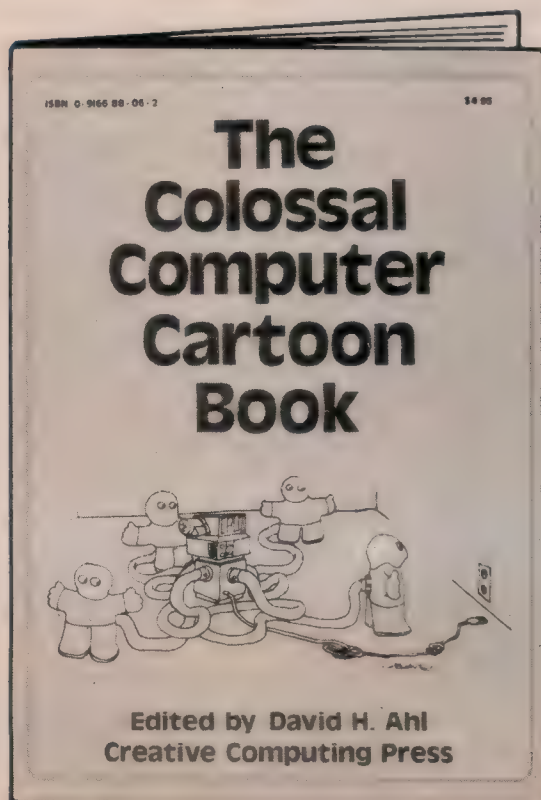
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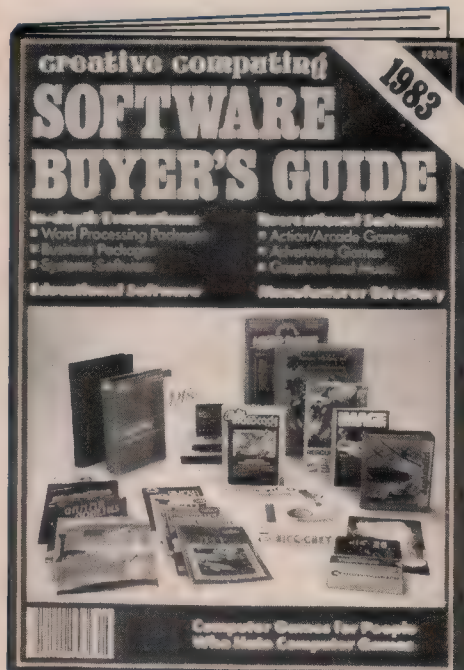
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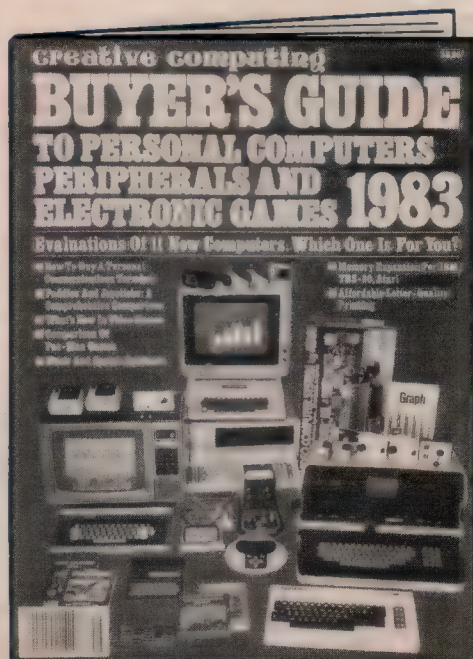
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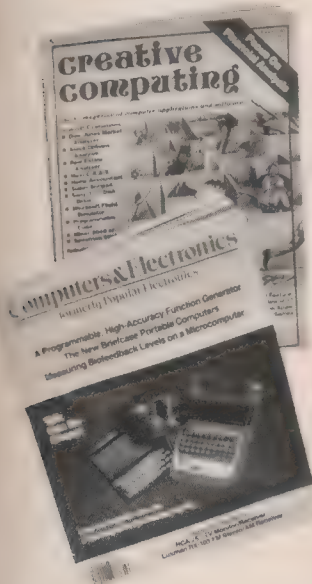
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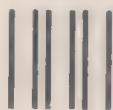
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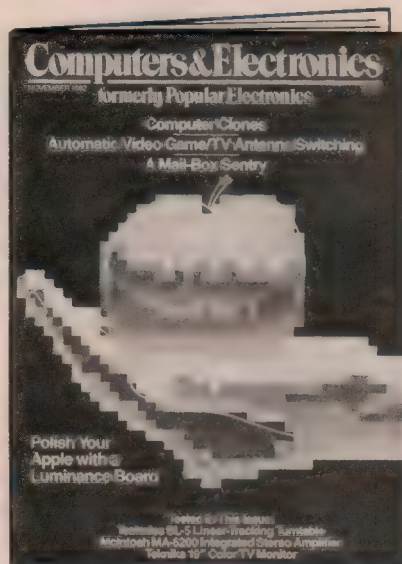
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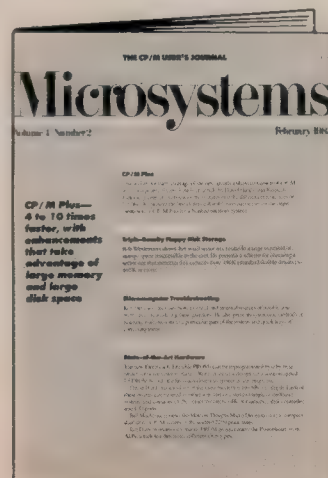
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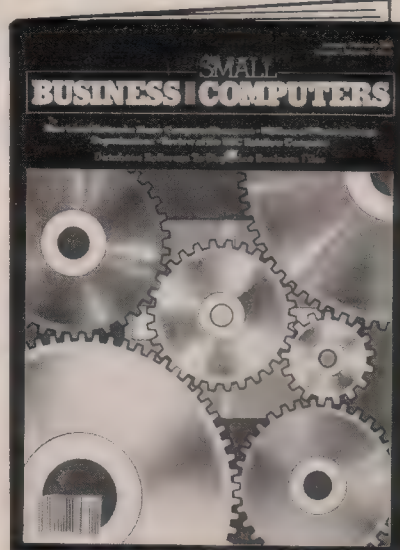
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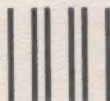
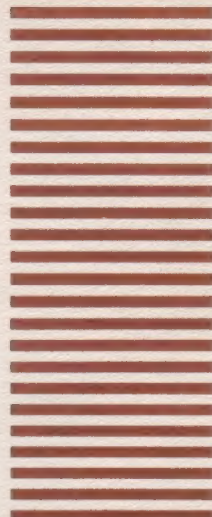
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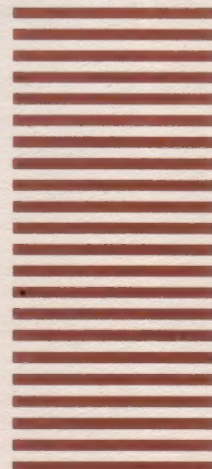
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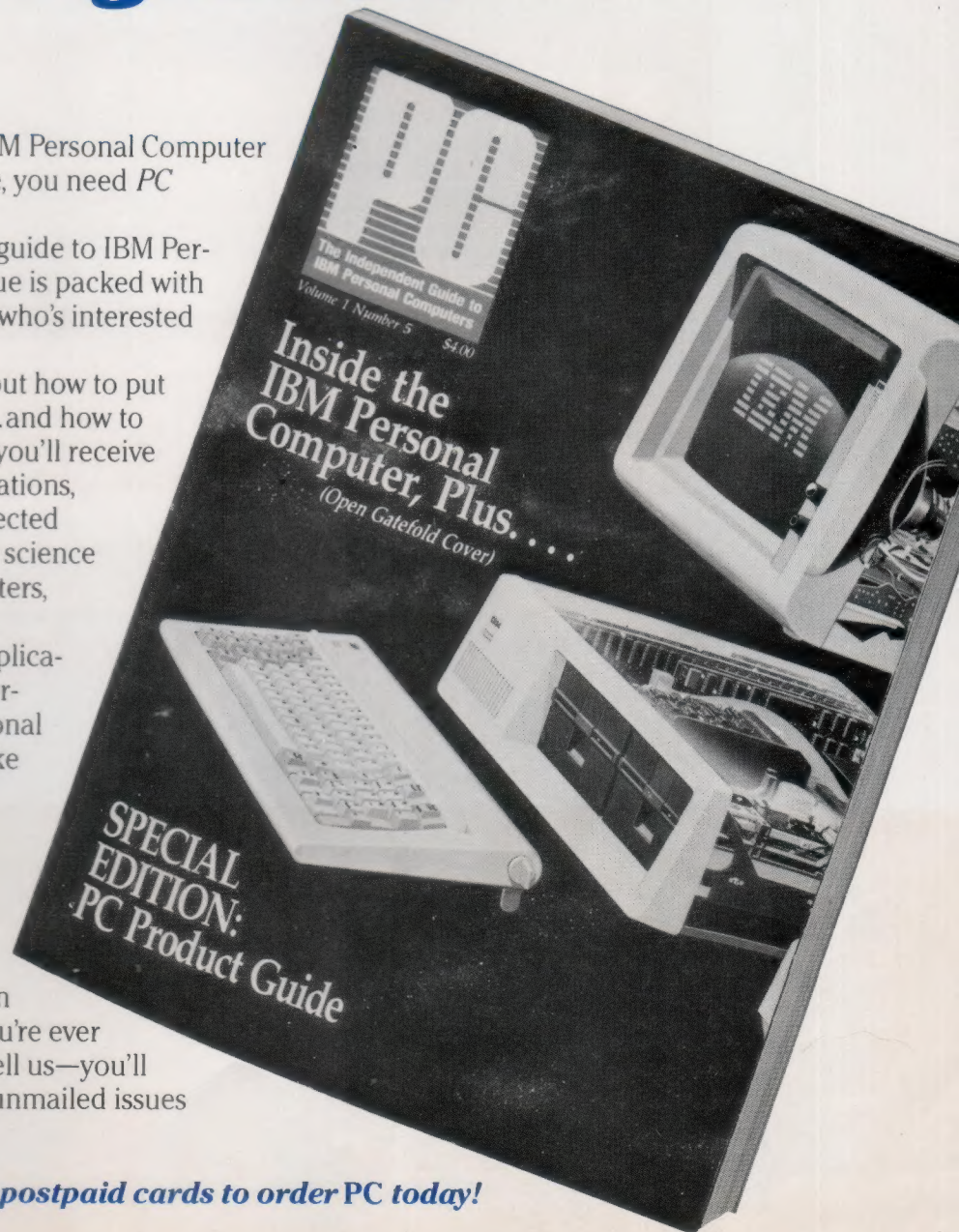
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